2015 U.S. ARMY NATIONAL RAIDER CHAMPIONSHIPS
STANDING OPERATING PROCEDURES
1 JUNE 2015 – REVISION #1

http://raider.thenationals.net

THIS DOCUMENT HAS BEEN REVAMPED FROM PAST YEARS – PLEASE READ CAREFULLY!

Event Manager: Sports Network International
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Toll-free) 800/327-9311 / E-mail) raider@thenationals.net
http://raider.thenationals.net

Competition Site: Gerald I. Lawhorn Scouting Base
1166 Dripping Rock Rd. Molena, GA 30258
For all site questions, please contact SNI
http://www.flintrivercouncil.org/sitecore/content/Council095/Camp.aspx

1) GENERAL OVERVIEW

a. Congratulations and thank you for preparing for the U.S. Army Raider Nationals! This SOP will allow you to review all rules & procedures needed to compete safely and effectively within the arduous events of Raider! The "Raider Nationals" are designed to showcase Army raider talent and to provide all cadets with an opportunity to compete against the best Army JROTC teams in the nation in a first-class environment. The Raider Nationals are designated by the USACC as the official Army JROTC Raider Championship and are sponsored by the U.S. Army Cadet Command.

b. This SOP outlines all rules & requirements for the National Raider Championships to be held throughout the day on Saturday, 7 November and Sunday morning, 8 November, 2015 at the **Gerald I. Lawhorn Scouting Base**, Molena, Georgia. The general directions & park layout for the Raider Nationals will be posted to the official website for download/review, along with all other required paperwork and spectator information.

c. The early event registration will begin in the afternoon on Friday, 6 November at the Raider Nationals HQ Room. The event registration will again occur in the morning of the competition on 7 November at the same facility. The competition will begin with a Cadre/Coaches Meeting and then the rotation of events will begin. The competition utilizes a "shotgun start"; therefore all events will start across the facility at roughly the same time. All events and the closing awards ceremony will end on Sunday late morning for this two-day competition.

d. **ENTRY INTO THE ARMY RAIDER NATIONALS BEGINS ANNUALLY ON JUNE 1ST!** ***All Army JROTC units wishing to obtain a competition slot should register to attend as soon as they know they are planning to compete!*** Registration is done on-line from the event website. When the competition slots are filled, the event is full. **We cannot save any slots for any school for any reason so please do not ask!**

e. The Raider Nationals event will maintain only **ARMY** JROTC units & Army JROTC cadets in good standing and school eligibility. Those non-Army units looking to attend may register and compete within the All-Service Raider Challenge Championships held the day prior to the Army Nationals. The website for the Raider Challenge is: http://raiderchallenge.thenationals.net.

f. As stated above, the Raider weekend will maintain a smaller, all-service competition held on Friday. This event, the all-service **Raider Challenge,** will be designed for all Raider programs from all services of all talent levels, **HOWEVER ALL CADETS COMPETING IN THE ARMY RAIDER NATIONALS ARE NOT ELIGIBLE** (NOTE: schools with "JV" or "B" cadet teams NOT COMPETING during the Army Championships may compete without issue in this Raider Challenge event).

g. All Raider Nationals events are governed under the guidelines of the U.S. Army manuals referenced herein. These manuals can all be downloaded and reviewed from the official Army Raider Nationals website at: http://raider.thenationals.net.

h. **Sports Network International** of Daytona Beach, Florida will provide all support for competition related items. **Cedar Shoals HS** in Athens, Georgia will serve as the host event unit and will provide logistical support and coordination with the local **Georgia National Guard** unit who will provide the bulk of the on-site judging during the competition. Along with the awesome support received from the **U.S. Army Cadet Command** as the official military sponsor, the Raider Nationals continues to provide the finest overall Raider experience for your cadets available anywhere.

i. While the weather for any Fall events in Georgia will likely be gorgeous, nothing but lightning or other dangerous conditions will delay or cancel a team event. Teams must prepare for every type weather condition to be fully prepared at the Raider Nationals.

j. **OVERNIGHT CAMPING WILL BE ALLOWED & ENCOURAGED AT THE LAWHORN SCOUTING CAMP**. While camping is highly encouraged, hotels are just 15-20 minutes away from the venue but fill quickly. Schools may attend the Army Raider Nationals as a "commuter school" (driving in to compete without camping), or by camping at the venue. As stated, the competition facility has unlimited camping for those with their own tents but pre-existing tents ARE limited. Full details on both the campsite and camping in general can be found later in this document under Section 7, **"CAMPING DETAILED INFORMATION".**

2. TEAM COMPOSITION & ENTRY RULES

a. Competition Team Rules: Each team will consist of a maximum of 12 members but only 10 participate in each event, with two cadets considered "event alternates". Every team event will require 10 cadets and these can be comprised of any combination of your 12 person team (NOTE: Smart teams have both a male and female alternate if possible, just in case!)

b. **MIXED TEAMS** must have a minimum of FOUR females in every event and no more than NINE females total performing. Increased numbers of females are not generally recommended as you will be competing against teams that are made up with 6 males and 4 females in each event and this may place your team at a disadvantage. **MALE TEAMS** are generally comprised of all male members, however due to injury or personal preference; the team may contain females in any quantity. **FEMALE TEAMS** are just that, teams comprised solely of female team members.

c. Cadets will substitute only within the team they are assigned. Male team members cannot substitute onto the Mixed Team, etc. Substitutions can be done ***ONLY*** prior to the start of an event and can be done for any reason. You do not have to go through a medic, nor does it have to be a medical need. You have a 12-member team to form your best 10 Raiders in any/every event.

d. Schools may initially enter only ONE complete raider team into EACH of the three different competition events, **providing that no individual cadet competes for more than one team**. This rule allows any school to initially enter up to THREE complete teams, *but does not allow individual cadets to compete on both the male (or female) and Mixed Team*. Select all-male schools may be allowed to add a 2nd male team for fairness. Any 2nd units may however enter the **All-Service Raider Challenge** held on Friday the day prior to the Army National Championships.

3. GENERAL SCHEDULE OF EVENTS:

a. *6 November, 1500-1900:* Early School check-in/registration at **Lawhorn Scout Base** Scoring HQ.

b. *7 November, 0545-0830:* Final school check-in at Raider **Lawhorn Scout Base** Scoring HQ.
(NOTE: No school may compete WITHOUT going through event registration!)

c. *7 November, 0600-0645:* Cadre/Coaches Meeting at **Lawhorn Scout Base** Dining Hall.

d. *7 November, 0715:* Rotation of all Team Events will begin.

e. *8 November, roughly 1130:* Awards ceremony will begin shortly after Ultimate Raider event ends.

NOTE: The actual start times and rotation of events will be determined after all schools have registered. Teams will have ample ability to move between events with prior planning. This FINAL event schedule will be distributed via the official website one week prior to the competition.

4. COMPETITION EVENTS & GENERAL INFORMATION

a. The Army Raider Nationals are comprised of FIVE total events. These events are designed to test your cadets physically as well as test their ability to work as a team. Teams must enter and obtain a score in all five events in their entered division to be eligible for the overall title. The event overviews are as follows (note: details on each are found later in this document):

1. **Physical Team Test (PTT):** 10 TEAM MEMBERS; The PTT will consist of numerous items that require individual and team agility, strength, balance and stamina.
2. **Rope Bridge:** (Annex 11-B, Rope Bridge): 10 TEAM MEMBERS: Standard one rope bridge according to this SOP and FM 3-97.61 (Military Mountaineering). Rope length must be **at least 150'**; low stretch ropes (Kermantle) may be used (NOTE: **YOU MUST HAVE YOUR OWN ROPE** or make arrangements to borrow a rope from another team).
3. **Cross Country Rescue:** (Annex 11-C, Cross Country Rescue): 10 TEAM MEMBERS: The event will be cross country run carrying rucksacks and one weighted stretcher.
4. **Raider Gauntlet:** (Annex 11-D, Raider Gauntlet): 10 TEAM MEMBERS: Team maneuvers carrying rucksacks largely through roughly 1 mile of woodsy terrain while overcoming numerous technical obstacles that require great teamwork & strategy to complete.
5. **5-Kilometer Team Run:** (Annex 11-E, 5K Team Run): 10 TEAM MEMBERS for this event. Team runs together without gear of any kind. Team runs to halfway point, entire team gets a turn-around marker, and then the team retraces their path and ends at the starting point. Team must all be within the 10-yard box at the completion to finish without penalty.

NOTE: Other meets may use many other events within their Raider competitions. This is the beauty of Raider that it can be tailored to meet the wants of attending schools. Schools are cautioned that the USACC has limitations on what JUNIOR ROTC Raider is supposed to be all about (it is NOT a mini Ranger event). Those hosting Raider should ensure their events meet USACC Guidelines.

b. Along with the five team events listed above, the "Ultimate Raider" competition is held for the single best male and best female cadet from each team. Full details on this event and every other event at the Raider Nationals are maintained later in this document.

c. All schools MUST check the SOP Update/Clarifications page on the Raider Nationals website throughout the Fall. Major and minor changes and general event news will be posted there first.

d. Along with hay as we have used previously, commercial cushioning pads will be placed on the ground to best cushion those coming down off the wall(s) on both the CCR Course and the Raider Gauntlet course. AGAIN WE STRESS TO ENSURE TEAMS USE PROPER TECHNIQUE in coming down off the wall. **Hang and drop remains the standard in use for all team events at the Raider Nationals. *ONLY during the ultimate Raider competition are individuals authorized to execute any other form of departure from the wall***. This is only because these cadets are designed to be your most athletic, most skilled and most heavily practiced cadets on your team.

e. Any cadet who curses or utilizes other unsportsmanlike acts may be subject to a minimum 1 minute penalty (or a minimum -100 points in the offending cadets PTT score). Acting in this manner is unbecoming a JROTC Raider cadet or coach. Ensure it does not happen to your team.

f. A 5-minute addition to all finishes in all timed events will be added to any team who starts and/or finishes an event with just 9 cadets. Teams competing with eight or fewer cadets, or those teams who gain an advantage by not competing with the prescribed gender configurations will be disqualified, receiving a last place finish and/or a zero score depending on the event.

g. The event SOP often refers to wearing the ACU uniform for many events. It should be understood that it is NOT required to wear either the pistol belt OR a canteen.

h. Teams are ENCOURAGED to bring canteens or water bottles with them during ANY event they feel it may be needed (i.e., 5K run, Gauntlet, CCR, etc.). Teams may make available water to their teams during any event as well.

5. SAFETY WHILE AT RAIDER

a. SNI takes safety of Raider competitors and spectators seriously. Having people in positions of authority that have been doing these events for decades of practical Raider competition with high school JROTC cadets is hugely beneficial (NOTE: remember, the manual was never written as a competition manual AND it was never written for teams of high school cadets!). To that end, SNI has asked SFC Edward Fincher (USA, ret), the co-founder of the original raider meet the Raider Nationals have grown to become, to serve as the official Raider Nationals Judging Supervisor. Other individuals with lengthy histories are brought in as well.

b. As the Event Director for the Raider Nationals, Sports Network International (SNI) maintains sole judgment pertaining to competition items. All decisions made by SNI regarding rules, procedures or other matters are final. All competitors, instructors, and supporters are subject to comply with all of the rules & procedures of this SOP and of the Raider Nationals. Any items not specifically covered by your service manual(s) or by this document are enforced at the sole determination of the SNI Judging Director. If you have any questions regarding this event, please direct your question either via phone or email to Sports Network International.

c. Cadre at every level are responsible for conducting a continuous, rigorous safety program with cadets. This begins with discussions regarding hydration, reporting of all injuries, campfire safety and the like. It also must be assured that provisions for safe physical standards are incorporated into all aspects of training (see CCR 385-10, Cadet Command Safety Program).

d. On-site ambulance support will be sustained from the time the competition starts on Saturday until it ends on Sunday afternoon. This support is designed for urgent medical need only. Teams are STRONGLY ENCOURAGED to bring basic first aid materials with them on the bus and to keep these handy at all times during the Raider Nationals event (including bringing these materials to every site where your cadets are gathered), Additionally for back-up, SNI maintains a well-stocked medical bag filled with “bump, bruise & cut” items (located at the Event HQ).

e. A Composite Risk Management Worksheet will be completed for all of the events by the Event OIC. Weather will determine special daily risk assessments and changes to events for safety reasons. These will be fully briefed the morning of the competition during the Commander’s Call.

6. RAIDER PREPARATION – EVENT INTERRUPTION

a. **ALL of the events are physically demanding, and stressful weather conditions (heat, cold, damp, etc.) can make this tougher!** However, any team that has trained hard for several months and fully prepare themselves for the events listed herein will do just fine. Please remember to hydrate BEFORE the day of the competition – solid hydration starts 48 hours prior!

b. **Instructors and their cadets ARE ENCOURAGED to recon any/all competition sites the day prior to their event** after the completion of the all-service Raider Challenge event ending in the early afternoon. Schools are allowed and encouraged to: 1) recon the site map to find the location of every event, as well as 2) walk the course(s) with an instructor to ensure all competing cadets are prepared for the layout and any obstacles they may face (NOTE: No running the course or rope bridge construction will be allowed on the actual course areas – this is a visual walk-through only).

c. As stated, cadets may not "practice" on the courses by any means. One exception to this will be the wall located at the CCR Course, the Gauntlet Course and also for the Ultimate Raider competition Sunday morning. Because this item is difficult for all teams to prepare and practice for back home, all schools will be allowed to physically practice safely scaling the wall and dismounting during the day on Friday, as well as Saturday evening after the team competition concludes until sunset. ONLY SCHOOLS WHO MAINTAIN ADEQUATE ADULT SUPERVISION & SPOTTERS WILL BE ALLOWED TO PRACTICE - NO EXCEPTIONS! Cadets found practicing at the wall by themselves without BOTH ADULT SUPERVISION AND SPOTTERS will risk having their unit disqualified from the CCR competition and/or their Ultimate Raiders withdrawn from the event

d. No participant may leave any assigned racing area or "take a short cut" outside the marked racing area. Any cadet/team doing so and found to have gained an advantage by these actions will cause the team to receive a subjective penalty. If the shortcut was determined to be completely accidental, the penalty will be the estimated amount of seconds saved by going "off-course", plus an additional 10%. If the short cut was determined to be intentional done, the team will likely be disqualified.

e. In the event of severe storms or lightning, competition will be immediately suspended at that point. Events that are underway will continue to completion unless directed otherwise by event officials. Judges, Coaches, and ALL Raider teams will move to the nearest safe area and wait for instructions through loud speaker. At that time a weather decision will be made based on the best information available. If the competition must be halted, the following rules will apply:

   i. Overall championship trophies will be presented and declared ONLY if all events have been held and all teams provided the ability to compete. If the event is cut short for any reason, event trophies will be provided among those teams competing ONLY.

   ii. Due to the nature of the event, all funds paid are non-refundable if for any reason the event is halted due to weather or other unforeseen circumstances.

7. COSTS/PAPERWORK REQUIRED TO ATTEND THE RAIDER NATIONALS:

a. Schools gain information regarding the Raider Nationals from the Raider Nationals official website: http://raider.thenationals.net. Here you can learn everything about the event and then download needed materials to register your school to attend and compete. After registration, you will be emailed acceptance and then download all your competition paperwork from the website. The website is easily organized but internet access including working email is required to be able to attend the event.

b. To attend, all schools submit required paperwork and pay a School Registration Fee of **$150 per school** to enter the Raider Nationals. This entry fee will allow a school to enter UP TO one team in each competition division (so long as no cadets cross over to compete in multiple divisions). Additionally, every cadet eligible to compete attends through the Team Package. The cost of the Team Package will be just $15 per cadet. For this money, each cadet will receive a specially designed event medallion on a chest ribbon, custom event t-shirt (ordered to size), a beautiful 8" x 10" Raider team photo, and the ability to compete at the event. **THIS REGISTRATION FEE AND PER CADET FEE ARE REQUIRED COSTS (no exceptions) and are the only other required costs to attend.**

c. Currently, the USACC is seeking to sponsor this event. If this occurs, THE TEAM REGISTRATION FEE COSTS for all entered Army programs will be refunded, as well as $5 of every per person team package cost. **PLEASE NOTE THAT WITH OR WITHOUT THE ARMY SPONSORSHIP, THIS EVENT WILL BE HELD**! Therefore, ***while teams will pay the registration fee upon entry and the full $15 per cadet Team Package Fee,*** we plan to rebate in the amounts itemized above to ALL Army JROTC schools when the event team photos are mailed immediately following the completion of the event so long as the Army issues and follows through on this contract.

d. Each Raider Team will provide the Covenant Not to Sue required of each cadet. Each School/Coach should make a duplicate copy of these forms and provide the copy to the Meet Director and keep the original copy of these forms for his/her records.

e. Each Raider Team provides a Statement of Eligibility that lists all of the members of the Raider Team and certifies that each Raider is enrolled in JROTC for the current school year and meets the respective state Athletic Association rules for eligibility for participation in extracurricular high school sports.

f. Each cadet will receive a color coded bracelet to identify which team they are eligible to compete with. Any school found using illegal cadets competing within BOTH a single-gender team AND mixed team may have their entire school removed from the Raider Nationals event without recourse, and likely WILL be placed on probation from attending the event in the future. It is the responsibility of every Raider instructor to stress to their cadet leaders the purpose and inflexibility of this reg!

g. Each school is required to submit in advance all money/paperwork as required to be able to compete. *There is no exception to this requirement*. Schools should plan ahead for unit inspections, snow days or other items that can hamper the ability to meet payment and paperwork deadlines. Only a rare, unforeseen exception would allow a school to bring a non-essential item on arrival with pre-approval, so please plan your paperwork/finances accordingly.

h. Once you have read this SOP and agree to all of its terms and conditions, you must sign and return all of the required forms downloaded on-line. No school or individual may compete in any facet of the Raider Nationals event without the proper submission of these forms. If you have a question regarding any facet of the Raider Nationals, especially regarding the money and/or paperwork required, please call and ask or email BEFORE registering to attend the event. Competition spaces are limited and we want to ensure all schools fully understand what they will need to do to attend BEFORE they go to the effort of registering to attend. In most cases, the answer is maintained in print on the website. If you do not find the answer or you need a clarification, please feel free to call/e-mail Sports Network International at the numbers listed herein.

i. PLEASE ENSURE you become VERY FAMILIAR with the dates and deadlines when money and/or paperwork submission is required. Failure to submit these items when required can have your school dropped from the event and/or removed from the camping list. Please plan ahead.

8. FACILITY DETAILED INFORMATION:

a. Gerald I. Lawhorn Scouting Base is a private Boy Scout facility and is rented by Sports Network Int'l exclusively for the Raider Nationals. Their hard work and support has made hosting this event on their facility possible. We ask that you respect all property, equipment & rules while attending. A complete list of camp rules will be furnished to all schools upon entry.

b. This facility has been reviewed by the U.S. Army Cadet Command and found to be a superior facility for hosting the Raider Nationals. This is a main reason why the U.S. Army Cadet Command has selected the Raider Nationals to be the Official Service Championship of Army JROTC.

c. The huge 2,400 acre scouting base maintains two sites adjacent to each other. Camp Thunder is the base area for the competition and has several hundred fixed campsites organized into small individual areas from 16 to 64. The Flint River is down the main road and also maintains fixed campsites in the same manner as Camp Thunder. Those camping at Flint River will require ground transport to get to the adjacent competition areas. Every camping site has a fire pit available, showers, and toilet facilities with water (conditions and weather permitting).

d. The Lawhorn facility proudly features a newly constructed indoor Dining Hall, Camp HQ, children play area (off-limits to cadets), plenty of free parking, no gate admission charge, and other fine amenities. All of these amenities make not only for a fantastic competition site, but a great site for those wishing to bring the family to watch.

e. The facility provides both affordable pre-paid meals AND affordable concessions during the day of the event, Specific menus and prices are provided to teams in the month prior to the competition

f. Spectators are encouraged to bring their own chairs to comfortably view the events.

g. Numerous bathrooms with running water are available to fill canteens/water bottles across the camp. We STRONGLY URGE all units have personal water for every cadet available constantly. Also, port-a-potties have been placed near the competition sites, as have potable water stations.

h. Those wishing to see photos of the course can go here: http://www.thenationals.net/raider-photos.htm.

i. Pre-paid meals for the schools will be made available if purchased in advance, as well as standard concessions on Saturday and light breakfast Sunday morning. We encourage all competitors and spectators to check out the concessions area for your food needs should you so desire. Basic snacks will be made available for purchase throughout the day of the competition, as well as competition T-shirts for spectators (limited availability). Additional vendors, as well as event sponsor displays will be on-hand to give the event a very lively appeal.

j. Two-way radio communication is provided at each competition area, as well as between SNI, SNI senior judging officials, as well as specific event judges on many of the longer courses to ensure safe and effective medical requests and rule discussion. Additionally, these radios allow questions to be asked and answered on the spot should a team have an on-site situation arise that requires immediate feedback.

k. Cellular service at the facility maintains a strong signal for those on both T-Mobile and Verizon. AT&T service is spotty but doable, especially for text messages. Sprint service is the weakest and had few areas where communication was available.

l. Hotel billet options are listed for teams, parents and other non-campers roughly 20 to 60 minutes from the Thunder River BSC. These will be listed prominently on the Raider Nationals website.

m. **You may not ride in the back of an open pick-up anywhere on the facility.** This is a big deal to the camp. Ensure your shuttling of cadets does not include this method of transport. Also, please do not bring any dogs or other pets as they are not allowed. Service dogs of course are an exception. For complete Lawhorn Scouting Base Camp Rules, download and review from the website or here: http://www.thenationals.net/raider-camprules.pdf

9. CAMPING DETAILED INFORMATION

a. Schools may attend the Raider Nationals as "commuter schools" (driving in to compete without camping or staying in a nearby accommodations), or by camping or billeting in or nearby. As stated, the facility has unlimited camping for those with their own tents but pre-existing tents ARE limited. **We STRONGLY encourage all schools to maintain transportation on-site and/or their own tents** as we cannot possibly have enough fixed tents for the 1,200 cadets and instructors expected to attend.

b. **The costs for camping will again be just $5 per person, per night**. This is a great deal as the present camping facilities are first-rate. **This cost is for ANYONE WITH YOUR GROUP staying overnight – parents, instructors, or other team followers.** This cost MUST be paid in advance therefore, it is vital all those who will be camping know EXACTLY how many people will be spending the night in their facility and pay the appropriate amount of money.

c. **Those entire teams attending with their own tents and staying in the primitive camping area(s) WILL ONLY PAY FOR CADETS AND INSTRUCTORS.** Any parents staying with the team in their own tents in these areas will sleep overnight at no charge.

d. Parents bringing RVs or pull behind campers are welcome BUT they can only be set-up in our "primitive" areas that do not maintain electric and water hookups – this is not a campground and there are no hook-ups. **TEAMS MAY NOT HAVE COOKING/TENTING, ETC. SET-UP IN THE PARKING AREAS**. Designated areas will be available for this practice nearby.

e. While this may seem silly to mention, the tents set-up throughout the facility are not climate controlled. Therefore, all schools planning to camp should watch the local weather forecasts for Molina/Thomaston, Georgia AND prepare to bring with you all items you may need to keep warm should the temperatures be exceedingly cold.

f. "10-yarder" trash containers are available near the dining halls. Please ensure the trash in your camping area is collected and placed IN the metal dumpster (not simply bagged and left). This has NEVER been an issue as most teams leave the facility CLEANER than it was when they arrived!

g. There are shower facilities available within an easy walk from every named camping site with HOT and COLD water (weather permitting). Please turn both the lights & water off every time you leave.

h. All non-primitive campsites have low amp electric available. THIS ELECTRICITY CANNOT BE USED TO RUN ***ANY FORM OF HEATER OR MULTIPLE HEATING COOKTOPS***! Do ***NOT*** bring or utilize any high-amp cookware or electric space heaters. Damage to the electrical system by those using space heaters and similar will be billed to your program.

i. All camping assignments will be coordinated via Sports Network International in advance of the event. ***Camp sites will be awarded largely on an earliest registered basis as well as considering the distance of travel for the attending team, with those FLYING gaining the priority as it is unreasonable to expect them to bring camping gear and ground transport***.

j. Those looking to camp MUST note during Raider Nationals registration their desire to camp along with the following information: 1)Number of expected campers w/genders estimated, 2)Whether you will use your own tents AND 3)Whether you will have transportation with you on-site the entire time. **Camping facilities for those schools WITHOUT their own camping tents, gear or local transportation on-site will be limited as outlined above**. Therefore, for those schools looking to camp with the fixed tents, we STRONGLY ENCOURAGE you to register early.

k. Cars/vans may be driven directly to the campsite to unload cadets, gear and other needed items. Vehicles should stay on the driving paths to ensure no damage occurs to septic fields which are located nearby and are nearly impossible to spot. All vehicles must then leave and park in the nearest labeled parking area during their stay.

l. Historical weather patterns should allow the use of the fire pits on-site in each camping area. This call will likely be made the week prior by the camp officials and the local fire department. Full safety procedures regarding proper care and use of the fire pits, lanterns and other items are best found on the sni website. **Schools should ensure ALL TRAVELING MEMBERS ATTENDING are FULLY BRIEFED and will CARRY THROUGH WITH ALL PROCEDURES CONTAINED HEREIN**. Full safety procedures can be downloaded/reviewed here.

10. COMPETITION EVENTS & AWARDS

a. The following events are counted towards a team's Overall Championship point totals: 1) **Physical Team Test (PTT)**; **2) Rope Bridge; 3) Cross Country Rescue; 4) Raider Gauntlet; and 5)5-Kilomoter Team Run.** TEAMS MUST ENTER AND OBTAIN A SCORE IN ALL FIVE EVENTS IN THEIR ENTERED DIVISION to be eligible for the overall title.

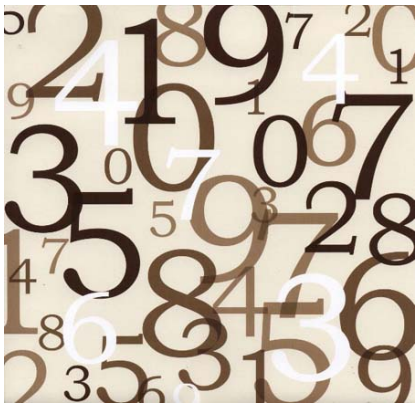
b. All teams are eligible to win team trophies within each specific event entered. Each Division and event will offer 1st through 5thplace team trophies (unless 10 or less entrants are in place, whereby 1st through 3rd place will be awarded. The trophies will be spectacular

c. Additionally, each SCHOOL will be eligible to enter TWO cadets maximum into the Ultimate Raider event (one male, one female). This event will be strictly for individual awards and will not factor into any team scoring. Top five male & female competitors will each receive chest medals.

11. EVENT SCORING & TIMING

a. An official timekeeper will keep the official performance time at every event. All event timing will begin when the starter says “GO”. The time will not end until the last competing cadet AND ALL REQUIRED EQUIPMENT finalizes the task required.

b. The overall team finish (for the crowning of Overall Championship and Overall Runner-up titles) within every division at the event is awarded based on a value earned through placements within each team event. A team’s placement in all team events will produce an overall placement point total. The lowest point value earned will be considered the highest finisher. Example as follows: a team earns: 1st place finish in PTT; 7th place in Rope Bridge; 3rd place Cross Country Rescue; and a 6th place Gauntlet; 3rd place 5-Kilometer Team Run. The aggregate value for this team would be computed as: 1+7+3+6+3=20. Therefore, "20" would be the aggregate score regarding overall placements.



a. There are NO ties at the Raider Nationals. The tie breaker for the overall trophies will be: 1) Team winning more events; 2) most team trophies earned; 3) Lowest time on the PTT event. The tie breaker for individual team events will be: 1) Team w/least penalty points, 2) Team competing EARLIEST in the day in that event.

12. SCORESHEETS & SCORE TABULATION

b. All event score sheets can be found in advance of the competition on the “Paperwork HQ” section of the event website. A complete scoring package maintaining all of the time/score sheets, as well as team placement information is designed to be available immediately following the Awards Ceremony (if time permits to prepare them for distribution) or they will be mailed to your team immediately following the event along with your team photos. Questions regarding Raider Nationals scoring are welcomed and addressed after you have received your completed score sheets.

c. It should be noted that every score sheet will be triple-checked by SNI personnel, as well as inputted & totaled on a computer program specially designed for the Raider Nationals by SNI.

d. Each unit will be judged by the SAME JUDGES within each event where any subjectivity is in play. All judges' scoring & decisions are final.

e. Teams should feel free to discuss items with judges that pertain to correct procedures, or to double check that correct timing or other issues were in play. If there is any concern in these areas however, do NOT belabor a point with a judge. If you have any question about proper procedures, scoring/timing, etc., these are handled by the Event Director located in the Event Headquarters as directed under protests within this manual.

f. Any related questions from parents, cadets, or instructors regarding any portion of this competition should be directed to the Judging Director of the Raider Nationals at the Event HQ building on-site. Please keep in mind any questions, comments and criticisms that are best entertained at the event are those needing a timely response. The event is action packed and the ability to sit around and “shoot the breeze” about the future is rare. These discussions can often be best left to post-event phone calls, emails or after action reports which are greatly welcomed to make the event better for the future.

13. COMPETITION EVENT DETAILS - GENERAL

a. The following items pertain to every event held at the Raider Nationals. All schools should review these items to ensure their team is in full compliance:

1. Spectators or others should refrain from "coaching" the team and/or running with the team while they compete. This can interfere with a race official and cause the team to be penalized, especially finish line judges. Violation of this rule may cause the team to be disqualified/penalized. Teams MAY pre-position cadets on the course to encourage and/or watch their teammates so long as they are not obstructing any other teams performing.

2. Team members can ***assist*** each other in any manner (except within the Ultimate Raider event), but MAY NOT interfere with another team. Any such interference may result in a subjective time deduction from the offending team (up to and including disqualification) and possibly a time subtraction from the team interfered with.

3. The course will be well marked with cones and engineer tape. Additionally, cadets/staff will be positioned along the route to ensure all teams are heading in the correct direction and following the rules. However, teams should review the route the day prior to ensure no confusion is present.

4. Teams MAY NOT utilize any non-required tools in any event to include but not be limited to: ropes, chairs, steps, bags, headphones or other items – all courses must be completed without the aid of anything not available on the course. WATER BOTTLES are however strongly ENCOURAGED! Gloves are FULLY PERMITTED and ENCOURAGED in ALL raider events.

5. All schools should ensure they do not run late to a competition area. Any team attending an area late ***without just cause*** may be subjectively penalized and/or removed from that segment of the competition (disqualified) at the discretion of the Competition Director.

6. No schools live particularly close to the competition site, but it should be worth noting that **NO SCHOOL OR CADET IS PERMITTED TO PRACTICE ON ANY AREA OF THE LAWHORN SCOUTING FACILITY in the time leading up to the event**. Anyone doing so will jeopardize having their entire school DQ'ed from the competition.

7. All timed racing events will desire a clean start. If a team jumps the start early, a minimum 5-second "false start penalty" will be assessed to those teams. No re-start will occur. All events will start with a judge stating, "GET SET, GO!" or similar. With this sound, time will start.

8. Should any protest, dispute or appeal of a judge's scoring/ruling or any other similar circumstance arise, SNI will decide the question/issue. No further appeal is available. Protests will be submitted either verbally or in writing to SNI at the Raider HQ within 30 minutes of the protested event/action occurring and only by a Cadre member from that school/team.

9. Although discipline problems are not expected at a meet of this caliber, Sports Network International, Inc. as the Competition Director, reserves the right to remove any individual, group or entire unit from any event or the facility at any time for destructive, profane and/or immoral conduct, or any other actions unbecoming JROTC representatives or conduct detrimental to the overall Raider Nationals. These decisions are NOT subject to appeal.

10. All Raider teams are expected to compete with honor befitting military JROTC cadets. Teams are expected to proactively come forward to admit guilt on any known rules violations they may incur. Teams are expected to tell the head official any cadet shortages or other known rule issues BEFORE competing in their assigned event. Failure to do this WILL JEPARDIZE the ability of that team and that instructor to compete at the Raider Nationals in the future.

11. ***NO CADETS MAY "HURDLE" ANY VAULT!*** All cadets must make supportive contact with the vault either with their hands or any other body part as they go over. Failure to follow this rule will result in a ***penalty. This is a safety issue – train your cadets!***

14. COMPETITION EVENT DETAILS - SPECIFICS

a. Physical Team Test (PTT)

1) **General Scenario:**

a. The PTT is the team event designed to test the strength, balance, stamina, strategy and endurance of a team of young cadets over a distance of under ½ mile total using a variety of physical obstacles. To complete this event well, cadets must use teamwork and technique! The team score is the time it takes to complete the tasks, put all items used back in their approximate starting positions, and finishes the course with all team members.

b. 10 members of the team must compete in the PTT. Time to complete the course will be kept and recorded for each team. Judges will be stationed along the route to ensure compliance with all rules.

2) **Specific Details:**

a. The uniform for this event: ACU/BDU pants, t-shirt & boots. Jacket may be worn if weather dictates (team decides). No Athletic attire allowed.

b. Each team will compete on the course by themselves to eliminate any interference. Well-prepared schools should be able to complete the course in less than 5-6 minutes. A team may be removed from the course at the 8-minute mark for failure to progress.

c. Where course items need to be carried, they can be carried in any manner by any cadet or cadets. Example: There will be 15 Water Cans, how and who moves them is YOUR call.

d. The team will be assembled behind a starting line. The grader will command, "Get Set, GO!" or similar. The GO command will start the clock. At that point, the team begins the course.

e. The course will consists of the following items in order over a roughly .35 mile course:

i. ***A 10-yard Low Crawl (will maintain 5 chutes, one for each tandem to use)***
ii. ***A 50- yard Water Can Container carry (3, 30lb cans per tandem - 15 cans total)***
iii. ***A 42" Team Vault***
iv. ***Speed Agility Maze(a tight zig-zag maze best accomplished in column formation)***
v. ***250lb. weighted ", 60' distance, flat bottom canoe***
vi. ***8-large tires placed on the ground in a staggered pattern***
vii. ***Turn Around Pole (Team runs around the pole and repeats the course in reverse order)***

f. In event begins with FIVE, two-person tandems executing the low crawl in the FIVE sections available one for each pair. The cadets then run roughly 50 yards and approach a 4' wide, 40" high vault. They must all go OVER the vault. As a reminder, no cadet may "HURDLE" (i.e., jump over without supportive contact) any vault. Cadets then run another 60 yards and go through a serpentine maze designed in a back & forth pattern approximately 20 years in length. This maze is accessed ONLY in column formation (cannot run two or more across). Teams then run forward another 30 yards and reach the flat-bottomed canoe. **The boat may not be lifted or moved until ALL TEAM MEMBERS have reached the canoe**. It will maintain 250 lbs. of ballast for all teams placed in the center for all teams by the reviewing judge. The team will MOVE the canoe (note: push, pull, drag, your call) roughly 60' to the far marker. The boat is released and the cadets then run roughly 20 yards to the 8 staggered tires. Every cadet will ATTEMPT every tire (there is no penalty for stumbling or accidentally missing a tire so long as the attempt is made). Cadets will then run 20 additional yards to the Event Turn Around Point, run back through the entire course (replacing the boat BACK to the starting position in the SAME direction as you found it originality and the water cans back to where they were found) and complete the course in reverse order.

g. Once a cadet raider crosses the finish line, that raider cannot go back and help the team in any way – ***their event is completed at that point***. Violation of this rule will be a 30-Second Penalty PER OCCURANCE. Time stops when the last team member crosses the finish line.

b. ROPE BRIDGE

1) **General Scenario:**
   a. Rope bridges will be constructed in accordance with the spirit and intent of a real rope bridge situation. SAFETY NOTE: When crossing our creek, a bowline over the head on the opposite shoulder ***OR*** snapped into the Swiss Seat is required. Also, a harness or Swiss seat are both allowed.
   b. Two rope bridge sites will be used: a Male Division and a Female & Mixed Division will use the other. These two are directly next to each other in the same general location. Both will use a fixed telephone pole on either side of a creek that is approximately 85' across to the poles. This creek may be dry or may be waist deep, depending upon conditions. As the event nears, we will post this information for teams to best plan.
   c. 10-members of the team must start and complete the bridge construction and crossing. The uniform is: ACU/BDU pants, t-shirt & boots. Jacket may be worn if weather dictates.
   d. ALUMINUM snap links ***ARE NOT AUTHORIZED*** in transport tightening systems on the Rope Bridge. These links ARE ALLOWED for the swiss seat/harness used for individual cadets. STEEL snap links are the only ones that are authorized in the tightening systems. There is no limit on the number of snap links used in the transport knot.
   e. Teams will use ONLY the rope as outlined and as many carabineers (i.e., "snap links") they require to accomplish the task at hand. NO TEAM will use a bag, sticks or any other item(s) not listed above at any time!
   f. All teams will provide ALL of their own rope bridge equipment. Teams may use any kind of rope they choose – BUT the rope ***MUST BE*** **150'** minimum! (**NOTE: YOU MUST HAVE YOUR OWN 150' ROPES or make arrangements to borrow a rope from another team**).
   g. If the main rope bridge site cannot be used for any reason, an alternate site will be used. The alternative site will likely use PINE TREES at a reduced distance. ALL TEAMS SHOULD BE PREPARED FOR THIS SCENARIO ONLY AS A PRECAUTION. All other relevant rules for the Rope Bridge will remain in effect should the event be moved from the intended creek site.

2) **Specific Details:**
   a. **Swiss seats and waist seats will be tied prior to reporting to the rope bridge site.** The first and last team members can wear sling ropes properly tied around the waist (minimum two wraps around the waist secured with square knot and tied off with an overhand knot on each side of the square knot).
   b. No loops, bights, tape and/or pre-tied knots will be allowed on the rope. For safety reasons, ALL TEAMS will have their Swiss seats checked and the rope will be back coiled/back laid to begin the event before time even starts (ropes are coiled next to the near side anchor point). Teams will NOT use a bag/container of any type for this Rope Bridge competition. The judge can/will assist or will simply review the team back coiling or back laying the rope on the ground.
   c. Upon arrival at the Start Point, the team will check-in and ready the rope as identified above. On the command GO, the clock will start and all cadets will run forward roughly 20 yards from the starting line to the near side anchor point, and immediately build a 1-rope bridge. Team will then cross the river as outlined within these regs and the military manual. Time will run until:
      i. the entire team and all equipment are out of the water, across the river and on the far bank (to include the rope!)
      ii. all knots and snap-links are out of the rope
      iii. the team has announced, "TIME!"

d. The team with fastest time to include any penalty points added will be the winner.

e. Please see the event score sheets for penalties and other limitations in play for this event.

f. The only knots allowed on the near side anchor point will be:
   i. Anchor Point Knot must be a round turn and two half-hitches (half-hitches must be over ***all ropes*** next to anchor point)
   ii. Wireman's Knot OR Figure 8 Slip Knot (no hybrid knots-use FM for correct techniques)

g. The only knots allowed on the far side anchor point will be:
   i. Round Turn with TWO Half Hitches
   ii. Tension Anchor (A minimum of FOUR wraps on anchor)

h. Most Brigades nationally use a single snap link however 6th Brigade mandates two for their local competitions. USACC has authorized **only one snap link is required at the Raider Nationals**. Those choosing to use two snap links MUST use them with opposing gates.

i. The manual lists "three people pull the rope". For this competition rope bridge, **there is no limitation on the number of people that can pull the rope setting the transport rope.**

j. Quick release for the second half hitch is recommended on both sides but not required.

k. End of the line bowline or figure 8 is used to attach the rope to the first person to cross the gorge/river and must be attached to the seat or waist rope with a snap link or bowline and/or figure 8 over the shoulder. (Loop is over both the head & shoulder and must be under the opposite arm).

l. A rope bridge that fails will not be counted or scored and will disqualify that team from that segment of the event. Judges will notify the team immediately to end their effort and avoid injury. Judges may stop ANY TEAM at ANY TIME if they have failed to build the rope bridge as outlined herein and such faulty construction constitutes a safety hazard.

m. All team members that cross the rope bridge must be hooked onto the rope and pull themselves across the obstacle using their hands, feet or a combination of both. The Snap Link (steel or aluminum allowed for *snapping cadets in for transport*) when properly snapped on the rope is considered a safe transport system for the cadet. Therefore, the requirement of one hand/foot in contact with the rope at all times is negated.

n. Cadets may not TOUCH THE ROPE PRIOR TO THE FAR SIDE KNOT BEING COMPLETED. Teams may not have the snap link open or otherwise simulate snapping in PRIOR to the NEAR side knot completed. Ensure your team complies with these regs.

o. Any "dead zone" or out of bounds area near the far side anchor tree will be clearly covered within the Commander's Call briefing and also by the on-site judge prior to your competition. These areas will be dictated by water depth and other factors not determined in advance.

p. There is no requirement for the feet to be above the rope so there will not be a penalty if feet fall below the rope while crossing. (Change from previous years SOP) See TC 3-97.61 Military Mountaineering (2012), chapter 7 fig 7-17.

q. Again, teams are encouraged to inspect the Rope Bridge site to develop strategies and to plan safe execution of the drill on both sides of the creek if needed. However NO ROPE BRIDGES or other simulated actions may be done on the site. You are welcome to find two trees virtually anywhere on the campsite for general practice!

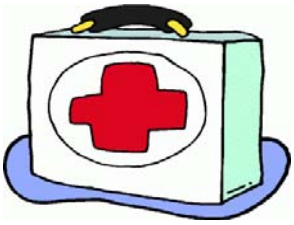
r. **REMEMBER, ONLY THREE RAIDERS MAY BE SNAPPED ONTO THE BRIDGE ROPE AT ONE TIME**. Please ensure this is practiced. A 1 minute deduction for EVERY violation on the score sheet will occur for teams who violate this safety measure.

c. CROSS COUNTRY RESCUE

1) General Scenario:

a. Your team is "rescuing" a casualty with their gear. The "rescue" course is roughly one mile in length through a heavily wooded terrain with obstacles.

2) Specific Details:



a. The course has been changed slightly in the past few years for safety and a better flow of traffic. Please read carefully and prepare.

b. The team will select **six rucksacks filled with sand each weighing 35lbs.** and wait behind the starting line. When the command of "GET SET, GO" is made or similar, all teams will immediately travel OVER an 8' wall (NOTE, yes at the beginning of the course now). **TREAT THE BAGS like they have a $1,000 radio inside**. You can DRAG this under the low crawl but if you drop it HARD at the 8' wall or just after, or during or after the run, you may be penalized!

c. After completing the wall, the team will pick-up and continue the course with all of the gear identified previously **as well as the simulated casualty (the 95lb. liter)**. They will go through the well-marked woods through sometimes beaten paths and heavy forest. The team will face TWO 42" wood vaults to go over with their rucks as well (note: do not HURDLE the vault). There will also **be a 30' low crawl designed to maintain water and mud** (weather permitting). Also, a 30' round, 30" high tunnel will be maintained that ALL equipment will go through. The team will then come through a clearing and then hit a 60' low-crawl area. Completion of the low-crawl area is directly adjacent to the finish line. All cadets & gear must cross the line to stop the time clock and record a score.

d. There is a right and left side of the low-crawl. Each "side" is roughly 10' wide. For fairness, **YOUR ENTIRE TEAM MAY ONLY USE ONE SIDE OF THE LOW CRAWL,** even if another team is not using the other.

e. The low crawl is designed to be 18" high with metal rebar holding light criss-crossed flagging tape and/or yellow rope. **THERE WILL BE NO SUBJECTIVE "FORM" REQUIRED IN THIS LOW-CRAWL AREA**. You may use any method you wish to move under the tape. However, your team will incur a 30-second penalty (minimum) for every occurrence of broken tape/rope you create. Therefore, we would SUGGEST you get LOW, as well as drag both the litter & rucks. Again remember, you have a casualty! Do not BOUNCE the litter – drag it.

f. Uniform: ACU/BDU pants, t-shirt and boots. Caps and jackets are not required. Jackets will be optional for team members in cold weather conditions. STRONGLY SUGGEST YOU BRING EXTRA UNIFORM ITEMS.

Specific Details:

a. **EQUIPMENT WILL NOT BE THROWN! THE RUCKSACKS WILL NOT BE CARRIED BY OR ATTACHED TO THE LITTER IN ANY MANNER. VIOLATORS WILL BE DQ'ed.** The team can organize themselves in any manner to carry the litter and equipment. Equipment and litter can be exchanged along the route during the movement phase. You can have two, three, or four people carrying the litter. Distribution of equipment and number of raiders on the litter is up to the team.

b. Please see the event score sheets for penalties and other limitations in play for this event.

c. **ALL RAIDER TEAM MEMBERS AND THE RUCKS (NOT THE LITER) MUST PASS OVER THE TWO 42 INCH VAULTS. Neither EQUIPMENT NOR ANY TEAM MEMBER MAY GO *AROUND OR UNDER* THE VAULTS (PENALTY WILL APPLY).**

d. Cadets who **intentionally or simply without any reasonable care** rise to violate the low crawl standard in this provided obstacle may face and additional, subjective time penalty if they destroy or gain advantage by this action in this area.

e. The wall is a required component of the event. Failure to ATTEMPT this segment of the course is a disqualification. After attempting, a TEAM MAY ELECT and take the penalty and bypass the wall (10 minutes for an entire TEAM / 5 minutes for any one INDIVIDUAL). Judges can MANDATE a team or cadet bypass the wall if they feel he/she is a danger to themselves or others going over the wall.

f. Once a cadet raider crosses the finish line, that cadet cannot go back and help the team in any manner – ***their event is completed at that point***. Violation of this rule is a 30-Second Penalty PER OCCURANCE. Team can place equipment near the finish line but not over before crossing it and may return to help other team members. However, once any team member crosses the finish line, they cannot go back onto the course.

d. RAIDER GAUNTLET

1) General Scenario:

g. Raider Gauntlet is now a one mile event through fairly level ground with numerous even if no other obstacles that require solid strategy to overcome. The team will select **FIVE rucksacks filled with sand each weighing 35lbs.** and wait behind the starting line. When the command of "GET SET, GO" is made or similar, teams will begin and time will start. **TREAT THE BAGS like they have a $1,000 radio inside**…you can DRAG them through the obstacles but if you drop it HARD at the 8' wall, vaults, etc. you will likely be penalized!

a. The course starts with a **suspended radial tire obstacle** (all cadets and gear must go THROUGH the 23" diameter tire). Mixed team and Female team cadets then face an **8' wall obstacle** similar to the wall found on the CCR course that all cadets and gear must go over. **All male teams will go over the 10' wall with all equipment.** Strategy and teamwork are necessary to complete this obstacle. Rucks will not be dropped from the top side of this obstacle**.** The cadets then face two, 30' x 23" in diameter drainage tube obstacles that all gear and cadets must go through. **NOTE**: **(Teams may only use ONE tunnel/tube obstacle even if no other team is present)** There are also two, 42" vaults on the course that all cadets and gear must go over.

b. The course is very well-marked and the final paths take the team to the finish line directly adjacent to the starting position. Plenty of room is available for spectators to be here for the start and the finish. Judges are positioned throughout the course to ensure all teams complete the obstacles listed and stay on the course. The team will be carrying **5 rucksacks** (35 pounds each). The course will be tough with new obstacles shown on the website and pictured here.

c. The time stops when the last team member crosses the finish line with all equipment.

d. Team members may provide assistance to each other on any/all obstacles in any manner chosen by the teams. The team does NOT have to remain together so think of how you can accomplish these tasks in the best way possible using the persona; strengths of your team members. Prior planning and team work will make your run successful on the new Gauntlet course!

e. Uniform: ACU/BDU UNIFORM with boots. Jackets optional. Dress for weather conditions. BRING EXTRA UNIFORMS - YOU MAY GET WET AND MUDDY!

f. Please see the event score sheets for penalties and other limitations in play for this event.

e. 5-KILOMETER TEAM RUN

1) **General Scenario:**
   a. 10-member teams will run as a team for FIVE KILOMETERS (roughly 3.2 miles). No gear of any kind is utilized or required to be carried by the team – this is a straight cross-country team run.
   b. The course is on a traffic-free stretch of paved road for .5 kilometers, and relatively flat tamped shell road for the other 2 kilometers. The course can be narrow in stretches and therefore teams will be mindful that running in column formation WILL BE REQUIRED in some parts of the course.
   c. The shell road can me a bit uneven in a few portions and can maintain some standing water depending on weather. For this reason, teams are given the option whether to run this event in BOOTS or running shoes. However, if there is a chance of heavy rain or the course is exceedingly wet, SNI may dictate all teams wear boots from the first team through the last. This decision would be made at the Commander's Call the morning of the competition.
   d. The team will maintain a 2.5 kilometer turn-around point where all team members **MUST BE AMASSED AND COUNTED** before they will be given a marker that identifies the entire team as having reached the half-way point. ALL TEAM MEMBERS MUST mass at the turn-around point ***TOGETHER*** before they can be given this marker. At that point, the entire team may complete the event. The time will stop when the last team member crosses the finish line with **one member holding the marker**. Failure to maintain the marker at the finish line MAY result in your team being disqualified from the event.
   e. Runners must wear appropriate athletic attire - this is left to the discretion of the unit – however, no bare midriffs are allowed and both shoes and shirts are required to be worn at all times. Weather can and will largely dictate this choice.
   f. Athletic attire should be matching and personalized to ensure your team is easily identifiable by the judges, even from a distance. This may be done through personalized shirts, shorts, etc.
   g. Teams MAY if they wish bring water bottles or similar – this is optional.

2) **Specific Details:**
   a. **THIS IS A TEAM RUN. THIS MEANS THE TEAM STARTS TOGETHER, REACHES THE HALF-WAY POINT TOGETHER, AND MUST FINISH THE RACE TOGETHER. Each team MUST cross the finish line with ALL TEAM MEMBERS INSIDE THE 10-YARD BOX when the first cadet crosses the finish line!** The zone will be clearly marked and will maintain both ground marker and orange cones to denote this area. Teams failing to finish with all team members within this 10-meter zone will receive a 1-minute penalty.
   b. While we have adequate judge supervision, for safety considerations it is NOW REQUIRED that all team members compete within eyeshot of each other during all aspects of the 5K race. This is team run so there is NO ADVANTAGE to running ahead – stay with your team throughout!
   c. To ensure your team executes this correctly, many teams practice crossing the finish line HOLDING HANDS to reinforces to the cadets this requirement to be together.
   d. No cadet may be carried or otherwise FULLY SUPPORTED by a team member. Helping is fine. Carrying an injured cadet is not permitted.
   e. Please see the event score sheets for penalties and other limitations in play for this event.

f. ANNEX F – ULTIMATE RAIDER COMPETITION

1) **General Scenario:**

a. Each competing SCHOOL may nominate one male and one female cadet to compete in the Ultimate Raider event. These cadets must be on your competing cadet roster to be eligible. This competition will be strictly an individual event among the most elite individual cadets attending the Raider Nationals. The scores are not included into any team awards. The top five fastest male and female times will earn awards.

b. The course will be roughly 1.75 miles in length with a ¾ mile road run followed by a 1 mile run through the woods. It will be grueling and will test both the male & female cadets involved. The competition is designed to have clustered groups of roughly 12-15 cadets each leave the starting line together competing by time. The time will stop when the cadet hits the ground after scaling the wall.

c. This is an individual competition; however cadets from the same school may be racing together. Cadets **may not assist other cadets** unless they feel a cadet may be in danger of injury. Failure to follow this procedure may result in a penalty up to and including disqualification.

2) **Specific Details:**

a. The Ultimate Raider course will begin with the cadets running roughly **3/4** mile from the starting line on flat and largely paved roads, and then entering the woods to run the CCR course, the water, vaults and other obstacles are removed for this event. The competition will end with each cadet running clear in front of cheering spectators and then scaling an 8' wall (6' wall for female competitors).

b. ALL ENTRANTS will leave the starting line carrying a standard Raider Nationals Ruck (35 lbs.) to begin their competition. MALES will maintain this ruck throughout the entire course, taking it off IMMEDIATELY before scaling the wall that signifies the end of the competition. FEMALES will maintain this ruck ONLY on the initial counter-clockwise paved circle run (roughly .9 miles). Female entrants will place the ruck in the designated drop area immediately before entering the woods to complete the final section of the Ultimate Raider course. All competitors ARE REQUIRED to wear BOOTS as much of the race is run through the woods on solidly uneven terrain. You will not even be allowed to start without boots – don't ask.

c. **ALL CADETS SELECTED FOR THE ULTIMATE RAIDER COMPETITION SHOULD BE ABLE TO CLIMB THE WALL**. Females will be allowed to use a foot boost to better scale the wall. Any cadet after repeated attempts may be forced to wait for following traffic to have their shot. Also, SNI can MANDATE a cadet bypass the wall if they feel he/she is a danger to their self or others going over the wall, or if their continued attempts could hinder other cadets getting over the wall.

d. Spectators are allowed on virtually all aspects of the course; however the course will be designed to allow maximum spectator viewing of both the starting and finishing portions of the race to allow all attendees to cheer on their finest cadets as they start and end the race.

e. As stated above team members ***MAY NOT ASSIST*** another runner ***in any manner*** to include dragging, carrying, etc., unless they are doing this to prevent injury (i.e., assisting a runner from the middle of the running course, etc.). In no way should this assistance involve reducing a competitor's time. Failure to follow this procedure will result in a penalty up to and including disqualification for both the assisted cadet and the cadet assisting the runner.

f. Please see the event score sheets for penalties and other limitations in play for this event.

g. Failure to follow the course as laid out will be cause for a subjective time penalty or disqualification depending on the infraction.

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